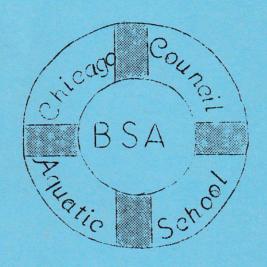
Chicago Council Aquatic School

Boy Scouts of America

TRAINING SERVICE
Jim Connell, Director

Under the Auspices of the CHICAGO CHAPTER, AMERICAN RED CROSS James Carnahan, Director



A TEACHING MANUAL

- I SWIM ING FOR NON-SWIMMERS AND BEGINNERS
- II CORRECTIVE SVIMILING
- III RESCUE METHODS
- IV BOATING
- V CANOLING

Prepared especially for ___

Compiled by:
ROBERT E. PEGEL
Program Director
Owasippe Scout Camps
(75-53)

Course Outline

TO THE CHILD OF THE POST

FOREWARD

Methods of teaching swimming are judged by their success in teaching fundamental skills (read understandingly pages 1 to 32 ARC Instructor's Manual).

These are the seven such skills which we as teachers of swimming must get across if we are to succeed in our job.

- 1. Adjustment to the water
- 2. Proper breathing
- 3. Control of body and initial safety
- 4. Plunging, coasting or gliding
- 5. Leg movement
- 6. Arm movement
- 7. Coordination
- I. METHOD OF SAFETY CONTROL - Control boards - buddy tags - buddy checks, etc.
- II. TYPICAL LESSON PLAN - See ARC Instructor's Manual
 - 1. Warm-up period To fix attention and create group consciousness
 - To become aware of unity of purpose
 - To stimulate circulation
 - To teach mastering of swim movements (Don't prolong this period after objective is obtained).
 - 2. Explanation and Demonstration of lesson content.
 - 3. Practice period for new skills to be learned; also how to teach same to Scouts.
 - a. Divide into squads, give each member a chance to take charge
 - b. Mass drill
 - Individual correction and comment
 - Repetition of explanation and demonstration (if necessary).
 - 4. Tapering off period by means of:
 - Free swim
 - b. Stunts
 - Games
 - Informal competition
- THE OWASIPPE AQUATIC MANUAL SHOULD BE CONSULTED FOR METHODS OF WATERFRONT III. ORGANIZATION AND PROGRAM

Teaching those who can NOT swim fifty feet

Objectives

- a. Overcoming fear of the water.
- b. Adjust breathing to added water pressure (using mouth and nose for breathing).
- c. Opening eyes under water
 Hunt objects
 Buddy game How many
 fingers showing
 (See games & aids list)

How to teach buoyancy, body position, balance and relaxation.

(Acquiring confidence)

Teaching propulsive movement and changing position

Teaching the coordinated stroke

Demonstration & Practice

First phase of learning

1. Teach physical and mental adjustment to the water.

Second phase of learning

1. Jelly fish float

- 2. Prone float and recovery to standing position
- 3. Back float and recovery to standing position
- 4. Teach rhythmic breathing by "bobbing"

Third phase of learning

- 1. Prone glide (suggest using buddles each helping the other).
 Without assistance
 try for distance
- 2. Kick glide
 for distance
 for speed
 for form
- 3. Kick glide on back
 with assistance
 without assistance
 for distance, speed, form
- 4. Arm stroking
 - a. on back finning, with assistance without assistance
 - b. Prone dog paddle (add barking, which will cause breathing)

Fourth phase of learning

1. Prone position

- a. Opposite leg and arm movement face in water - holding breath
- b. Two leg kicks to one arm stroke face out of water and breathing through mouth and nose
- c. Same as two bring arms out of water

Demonstration & Practice

- 2. Back position at first with assistance then without.
 - a. Finning with arms and flutter kick the legs
- 3. Changing position
 - a. Prone to back
 - b. Back to prone
- 4. Changing direction (sharp turns)

Water Entries

Fifth phase of learning

- 1. Jumping in hold nose
 - a. Waist deep water from side of pool jump thrust off of bottom level off and swim
 - b. Same, in chest deep water swim in prone position.
 - c. Same, in head deep water swim in prone position.
 - d. Repeat above and swim on back
 - e. Repeat above from diving board

2. Diving

- a. Porpoise diving from bottom of pool waist or chest deep
- b. Sitting front dive
- c. Kneeling front dive
- d. Standing front dive

Sixth phase of learning

- Release of cramp
 In shallow water frist then in deep water.
 - a. calf
 - b. foot
- 2. Assist a non-swimmer to his feet
- 3. Reaching assists
 - a. Pole rope towel or clothing, etc.
 - b. Human chain
 - c. Float assist
 - d. Ring buoy torpedo buoy plank, etc.

Teach Safety Skills Very important Every Scout a Life Saver

Boy Secuts of America Beginner's Test - 50 feet

Then with further work on stroke coordination, breathing and developing endurance, the student will be ready for the next test.

Boy Scouts of America First Class - 50 yard Swim Test

Getting accustomed to water

Demonstration & Practice

4. Artificial respiration

Hold nose, jump feet first into water over own depth, level off, swim 25 feet, make a sharp turn and return 25 feet. Guard prepared to assist with reach pole in Life Boat.

Hold nose, jump feet first into water over own depth, level off, swim 25 yards, make sharp turn, and return 25 yards. Guard prepared to assist with reach pole while in Life Boat.

- 1. Find white washer under water
- 2. Two groups port erew starboard crew
- Ten seconds face under water counting fingers
- 4. Potato races potatoes under water, place marked by poles
- 5. Treasure hunt
- 6. Candy hunts
- 7. Horse and rider
- 8. Walking races without use of hands waist deep neck deep blowing small sail boat (race)
- 9. Splashing back to back
- 10. Hand-walking race in shallow water
- 11. Walking races using hands to help move forward
- 12. Wheelbarrow race chest deep forward man using arms feet held by buddy
- 13. Baseball
- 14. Face down float plus kick races ("steamboat")
- 15. Kick splash
- 16. Hand-walking plus kick race
- 17. Kick race holding board or ball in hands to hold head up
- 18. Two man race hold hands first man walks backwards dragging second who uses kick
- 19. Swimming races for distance -
- 20. Obstacle races swim find washer under water, walk and finish swimming
- 21. Touchtag under water
- 22. Jump feet first into water
- 23. Poison ball
- 24. Dive through legs

25. Spinning wheel

26. Charlot race (2 boys hold pole - one at each end) 2 or 4 boys hold onto pole

GAMES AND AIDS FOR BEGINNERS

1. Water polo

2. Baseball - football - volley ball

3. Form races - for each step in instruction of stroke

4. Horse and rider

5. Plunge for distance and dive

6. Surface dive for objects

7. Crab swimming

8. Torpedo swimming

9. Steamboat

10. Log rolling - body on log

11. Look out

12. Somersaults

13. Swim carrying bamboo-pole

14. Swim pushing boats - occupied

15. Towel race - throwing towel - rescue

16. Polo ball swim

17. Log pushing

18. Tug of war - Pom Pom Pull away

19. Chariot race. Arm locked with buddy - race - side stroke or crawl

20. Swin (crawl), float, side, back, race

21. Hand wrestling, in water

22. Black and white - board - tag

23. Water basketball

24. Water schlagg ball - large ball - push ball

25. Poison ball

GAMES FOR STIMMERS

- 1. Marching in the water
- 2. Threading the needle
- 3. Paddle race
- 4. Baseball
- 5. Polo
- 6. Football
- 7. Pom Pom Pull away
- 8. Carrying races
- 9. Demonstration teams
- 10. Swim paddle to shore race
- 11. Feet tied race
- 12. Tandem swim race alligator
- 13. Towel race
- 14. Tug of war
- 15. Boat pushing

Tread Water

- 16. Canoe end race hand paddle
- 17. Pole carrying relay races
- 18. Swim carrying race
- 19. Dive for apples coming up under
- 20. Breaking holds, carrying, blocking
- 21. Water tactics floating forms
- 22. Upstream swim
- 23. Whistle tag
- 24. Black and white (slab)
- 25. Water basketball
- 26. Water schlagg ball
- 27. Poison ball
- 28. Pigeon sit on edge of dock like Pom Pom pull away
- 29. Dog paddle

CHICAGO COUNCIL AQUATIC SCHOOL

Boy Scouts of America

Under the Auspices of the CHICAGO CHAPTER, AMERICAN RED CROSS

PART II

CORRECTIVE SWIMMING

B.S.A. Swimmers' Test Swimming Merit Badge A.R.C. Beginners' Test A.R.C. Intermediate Test A.R.C. Swimmers' Test

Course Outline

The purpose of this Course is the mastering and practicing of various swimming strokes and to know when they are best used. Also to serve as an introduction to Rescue Methods.

Instructor's Notes

Coach and pupil method to be used (Buddy System of Teaching)

Don't spend too much time on turns

Demonstration and Practice

First phase of learning 1. Leg kicks

- a. Crawl stroke
- b. Side stroke
- c. Trudgeon stroke
- d. Breast stroke
- 2. Arm strokes
 - a. Crawl stroke
 - b. Side stroke
 - c. Trudgeon stroke
 - d. Breast stroke

Second phase of learning

- 1. Elementary back stroke
- 2. Strokes on front and side

Third phase of learning 1. Simple turning

2. Silent swimming

Fourth phase of learning

- 1. Floating
- 2. Finning and sculling
- 3. Treading water
- 4. Swimming under water

Demonstration and practice

Fifth phase of learning

- 1. Plain diving from pier or low boat
- 2. Surface diving
 - a. Head first
 - b. Feet first
- 3. Running jump into deep water from low pier
- 4. Jumping from height

Front dive, swim 75 yards in good form using a standard stroke; 25 yards resting back stroke (elementary stroke). Rest in motionless float or with minimum of motion for one minute, keeping face out of water. Life Guard in boat prepared to assist with reach pole.

Sixth phase of learning

- 1. Wading rescue using an extension
- 2. Throw rescue using line or ring buoy
- 3. Elementary swimming rescue using a float support
- 4. Inflation of shirt
- 5. Inflation of trousers
 - a. Inflate by jumping into water
 - b. Inflate while in water
 - c. Supporting four persons
- 6. Bucket float
- 7. Shore disrobing leaping entry and rescue with shirt
- 8. Getting in and out life belts while in the water.

Boy Scouts of America Swimmer's Test

Rescue Skills

Shirt tail Life Saving

Explain BSA Eight Defense Plan

A.R.C. Intermediate Test (See A.R.C. Instructor's Manual).

A.R.C. Swimmers Tests
(See A.R.C. Instructor's
Manual)

Demonstration and practice

- 1. With arm support, demonstrate three leg kicks (crawl, side and breast kicks) for twenty yard each
- 2. With leg support, demonstrate three arm strokes (crawl, side and breast strokes) for ten yards each
- 3. Demonstrate elementary back stroke for 50 yards continuously.
- 4. Demonstrate 100 yards continuously swim using breast, side and crawl strokes fully coordinated
- 5. Demonstrate simple racing turns for crawl and breast
- 6. Demonstrate for one minute, floating motionless allow minimum movement for negative persons
- 7. Scull on your back for 10 yards
- 8. Tread water for one-half minute using auxiliary arm movements
- 9. Surface dive and swim at least two body lengths under water
- 10. Demonstrate standing front dive, in deep water level off and swim
- 11. Running jump from a low elevation in deep water, level off and swim
- 12. Swim continuously for five (4) minutes
- 1. Swim a coordinated and effective breast stroke for 100 yards continuously
- 2. Swim a coordinated and effective side stroke for 100 yards continuously
- 3. Swim a coordinated and effective back crawl or crawl continuously for 100 yards
- 4. Swim 50 yards continuously on the back, legs alone, using either the inverted breast stroke kick or the inverted scissors kick

Demonstration and practice

- 5. Demonstrate an effective turn in a close course
 - a. On the front
 - b. On the side
 - c. On the back
- 6. Surface dive in good form to a depth of 8 feet and swim a distance of three body lengths under water
- 7. Tread water continuously for one minute, using legs only
- 8. Demonstrate a racing start dive and continue in stroke
- 9. Demonstrate a running front dive
- 10. Swim continuously for ten minutes.

Under the Auspices of the CHICAGO CHAPTER, AMERICAN RED CROSS

PART III

RESCUE METHODS

Life Saving Merit Badge Scout Life Guard Junior or Senior American Red Cross Life Saving

Course Outline

Read understandingly - Page 1 to 16 - ARC Life Saving and Water Safety Instructor's Manual.

In order to avoid constant duplication of teaching, the following outline is suggested, so as to include Life Saving Merit Badge, Scout Life Guard, Junior or Senior American Red Cross Life Saving.

To complete Life Saving Merit Badge ... Pre-requisite - Swimming Merit Badge

- 1. Take off from shore, from pier See #2, 3, 4 of Merit Badge
- Lesson #4, Part B. #7 of ARC Part D. #1
- 2. Surface Dive See #8 of Merit Badge

- Lesson #4, Part B. #3 of ARC Part D #5
- 3. Disrobing in 20 seconds See #1, 2 of Merit Badge
- 4. Disrobe in water, swim 100 yards. See #9 of Merit Badge
- Lesson #1, Part 6 of ARC Part C #7
- 5. Approaches & Carries a. Underwater approach & Cross chest carry
- Lesson #7, Part B #1-4 of ARC, Part D, #1 & 2
- b. Rear approach & head carry
- c. Talking approach & tired Lesson #8, Part B swimmer's assist See #2-3-4 of Merit Badge
 - Part C, #1-3 Part D of ARC

6. Defense

- a. Block and carry
- b. Block and turn
- c. Pivot parry

Lesson #9, Part B, #1-5 ARC

7. Resuscitation See #7 of Merit Badge

Lesson #11, Part B of ARC Part D, #1-3 of ARC

AT THIS POINT LIFE SAVING MERIT BADGE IS COMPLETED

For those wishing to complete Scout Life Guard, the following requirements are necessary:

- 8. Pre-requisite ... Have completed or be a member of the instruction group for Swimming Merit Badge, Rowing Merit Badge, Life Saving Merit Badge, Junior or Senior ARC Life Saving
- 9. Instruct one First Class Scout for three hours in the merit badge requirements in Rowing or Canceing, or Life Saving, or instruct one non-swimmer for three hours in swimming.
- 10. Make a boat rescue by acting as a comswain. See Scout Life Guard
- 11. Boat and Canoo Safety Lesson #13, Part B, #11, 13
 ARC Part C
- 12. Throw ring buoy 30 feet for accuracy three times in one minute. See Scout Life Guard
- 13. Swim 1/4 mile any stroke (to be done in regular swim areas only)
 See Scout Life Suard
- 14. Explain Troop Swimming, on a hike, as to what safety precautions and practices are necessary (8 defense plan).

 Demonstrate a chain rope rescue see Scout Life Guard
- 15. Know Scout Camps' Safety precautions, practices, and devices. See Scout Life Guard
- 16. Explain the Buddy Plan and check system. See Scout Life Guard
 Oral quiz ten questions
 See "Swimming, Water Sports & Safety", BSA 4th edition

AT THIS POINT SCOUT LIFE GUARD IS COMPLETED

For those wishing to complete Junior or Senior American Red Cross Life Saving, the following requirements are nacessary:

- 17. Assists Human Chain Lesson #2, Part B of ARC Part D, #1-5
- 18. Submerged victim approach one minute carry and support of a fully dressed victim

 Lesson #6, Part B, #5 of ARC Lesson #12, Part D, #1
- 19. Surface approach & hair carry Lesson #6, Part B, #1-5 of ARC Part D, #1-2

- 20. Releases
 - a. Double grip release
 - b. Front release
 - c. Rear release

- Part D, #1-3
- Lesson #10, Part B, #1-2
 - Part C, #1-5 Part D of ARC
- 21. Shallow water carries Lesson #13, Part B, #2
 - Part D, #2
- 22. Double drowning release Lesson #13, Part B, #5 & rescue Part D, #6
 - *
- 23. Examinations
 - a. Final practical problem
- See page #42 for Senior ARC Page #64 for Junior ARC
- b. Quiz ... Oralfor Junior ARC same as Scout Life Guard
 Written for Senior ARC Multiple choice and true & false test

Demonstration and practice

- 1. Eight Defense Plan
 - a. Each member of the course to actually take as many positions in the plan as possible.
 - b. Run several swim periods using the Eight Defense Plan
- 2. Eight Defense Plan
 - leader, Visitor and Staff. Heart, eyes, sinus, hernia, epilepsy. Those not fit MUST not swim.
 - 2nd defense Qualified Troop Leadership An American Red Cross instructor or Senior Life Saver or Scout Life Guard holding a current certificate age: at least 18 years old.
 - 3rd defense Assisting Troop Leadership trained Junior American Red Cross Life Saver or Scout Life Guards; at least 15 years old. A Guard for every ten (10) swimmers. Equipped with rescue line (rope chain) made of two 50 ft. lengths of #5 sash cord.
 - 4th defense Explore bottom of possible swim area by Scout Life Guards.

 Rescue lines attached or lost bather drill lock for
 tin cans, glass, stumps, barbed wire, rocks, holes.

 Mark dangerous areas. Meanwhile rest of Troop cool off,
 make Buddy Tags from available sticks, twigs, etc.
 Go over rules and understandings, signals, buddy system,
 swim ability.

- 5th Defense Look Out properly placed at a point so he can see all swimmers at all times good eye sight and common sense is needed a good place for a non-swimming adult leader.
- 6th Defense Ability Grouping divide entire swim party (Scouts, Leaders, Visitors) according to swim ability.

Non	1-swimmers	3½1 de	ep area
50	footers	7 'de	ep area
50	yarders	2.0 º de	ep area
100	yarders	12 ' de	op area

Count number going into water, recount on way out.

- 7th Defense Use Buddy System Each individual paired off with another individual of like swim ability. Check buddles every five to ten minutes.
- 8th Defense Intelligent discipline understandable rules. Be sure every individual knows why and then how. Be strict but fair. No favoritism.

AT OWASIPPE PRE-CAMP STAFF TRAINING

Lost bather drill

In actual case of Loster Bather Drill notify the Owasippe Office (Program Director if possible) This is very important

- 1. Wading and surface diving drill for lost bather
- 2. Use of grappling hocks

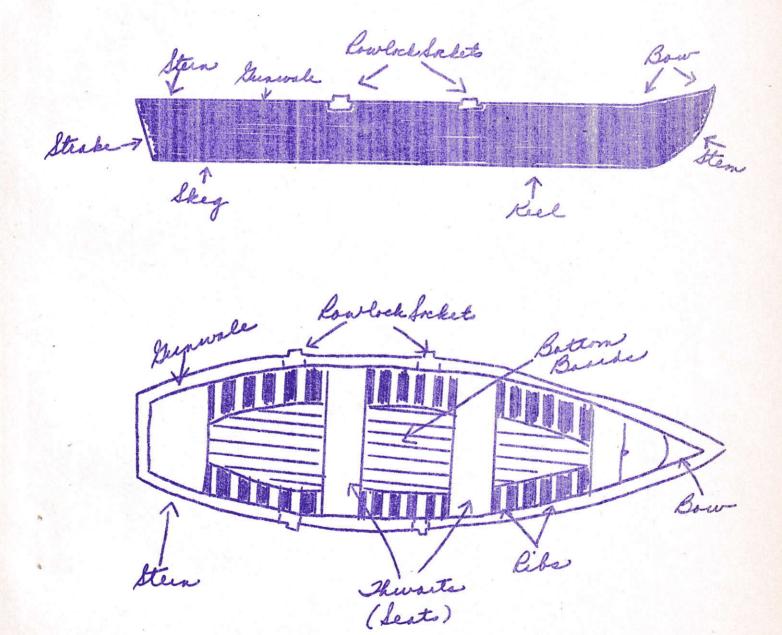
CHICAGO COUNCIL AQUATIC SCHOOL Boy Scouts of America

Under the Auspices of the CHICAGO CHAPTER, AMERICAN RED CROSS

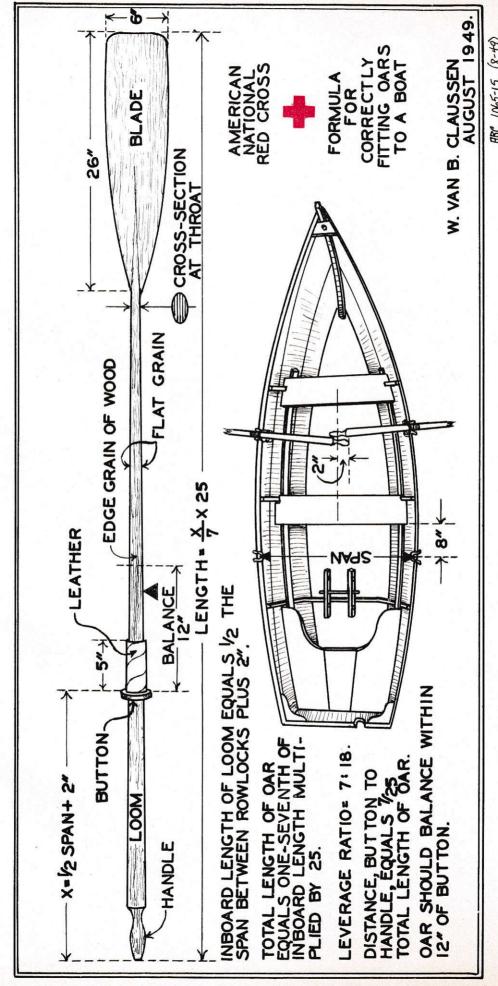
PART IV BOATING

Boat Work of Scout Life Guard Rowing Merit Badge

(To be done at Camp Kiwanis)

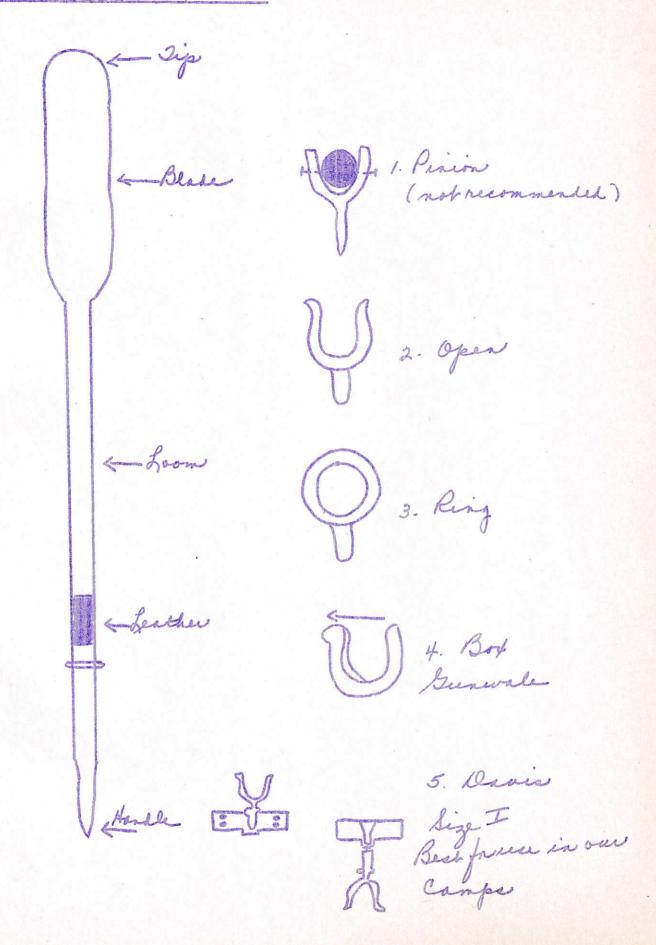


The clinker type of lap strake boat

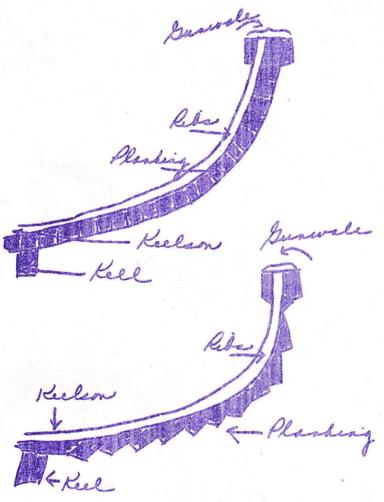


ARC 1065-15 (8-49)

PARTS OF THE OAR AND TYPES OF ROWLOCKS

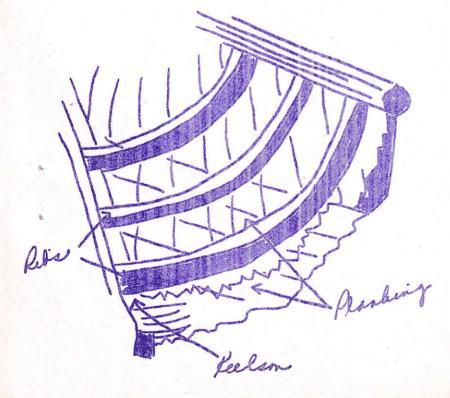


TYPES OF BOAT CONSTRUCTION



1. Carvel or Whitehall Smooth planked Caulked with cotton to make boat water tight.

2. Clinker or lap strake
No caulking. Painted
over-lapping planks swell
to make boat tight



3. Diagonal-built
Water-proof fabric
between the layers of
thin planking keeps
the boat tight.



- 1. Call attention to mimeographed copies of:
 - a. Boat parts
 - b. The oar
 - c. Types of boat construction

Demonstration and Practice

1. Some boat commands:

Stand by to give-way Give-way Stern all Hold water

- 2. Launching
- 3. Trim of boat
 - a. single
 - b. with passenger
- 4. Body position
 - a. head
 - b. back
 - c. wrist and elbows
 - d. legs
- 5. Rowing stroke
 - a. catch
 - b. pull
 - c. feather
 - d. recovery
- 6. Blades position of in:
 - a. pulling
 - b. backing
 - c. turning
 - d. pivots
 - e. feathering
 - f. depth of pull
- 7. Changing position
- 8. Landing making boat fast (rack or boat ears)
- 9. Demonstrate use of swamped boat for support

- 1. Review weak spots of first day
- 2. Launching and landing
 - a. pier b. beach

See Rowing Merit Badge requirements 4 & 5

Suggestion only a short time for this

Best as an evening discussion

Demonstration & Practice

- 1. Launching and landing
 - a. alone
 - b. with coxswain
 - c. Marking direction with hand
 - d. assisting passenger aboard and ashore
- 2. Using bearings to control direction

Discussion

- 1. Types of rowboat
 - a. fisherman's dory
 - b. St. Lawrence Skiff
 - c. Mississippi John Boat
 - d. Ship's Long Boat
 - e. Punt
 - f. Dinghy
- 2. Types of rowlocks
 - a. Pin not advisable
 - b. Thole pin
 - c. Bex
 - d. Ring
 - e. Open top
 - f. Davis

1. Sculling

Demonstration & Practice

- 1. Sculling
 - a. position of hands
 - b. position of blade
 - c. angle of car
 - d. holding oar down with hand as in reverse sculling in
 - e. practice blindfolded
 - f. stopping boat by sculling and

2. Boat emptying

2. Boat emptying

- a. submerged boat
- b. empty boat
- c. bring ashore

Resemphasize staying with boat and how to use it for support

To determine boat capacity

Length x width x depth x .6 : Capacity

Life Boat Crew

Boat Rescues

Discussion and Demonstration & Practice

- 1. Life boat crew (Oarsman & Guard)
 - a. duties, positions
 - b. use of reach pole
 - c. use of skid box

Practice

- 2. Two-man rescue against time without skid box
 - a. get underway from beach, stern on shore; make rescue & return
 - b. get underway from pier; make rescue and return

Demonstration & Practice

- 1. Oto-man rescues
 - a. picking up a tired swimmer
 - 1) overside climbing in
 - 2) overside bringing in
 - b. picking up a submerged victim
- 2. Two-man crow rescues
 - a. picking up a tired swimmer
 - b. picking up a submerged victim
 - a. picking up several victims

If NO! breathing, victims should be brought aboard and resuscitated

Grappling Irons

Lost bather's drill

Discussion and Demonstration

- 1. Grappling irons
 - a. ranges (live bearings)
 - b. care of grappling irons
 - c. body recovery
 - d. resuscitation
 - e. supplementary treatment
- 2. Lost bather's drill limited area
 - a. ranges (live bearings)
 - b. body recovery

ROWING

Competitive events

Students not actually in an event to do the officiating. However, each student shall enter in at least one rowing event.

CHICAGO COUNCIL AQUATIC SCHOOL

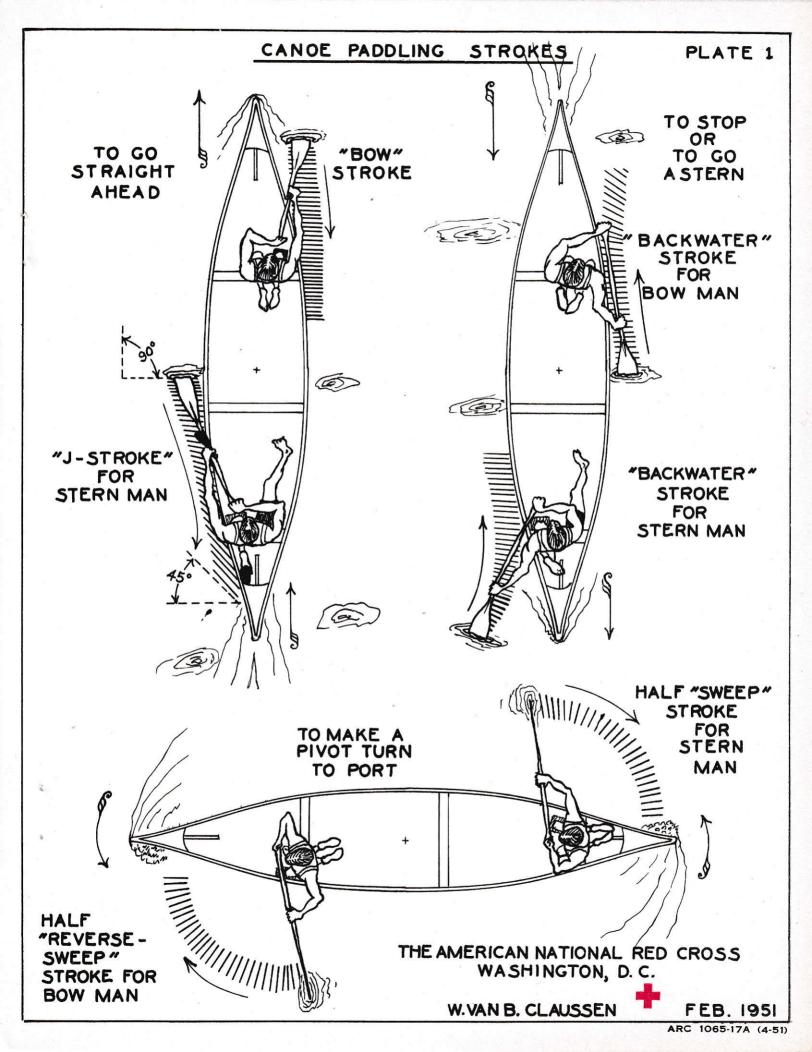
Boy Scouts of America

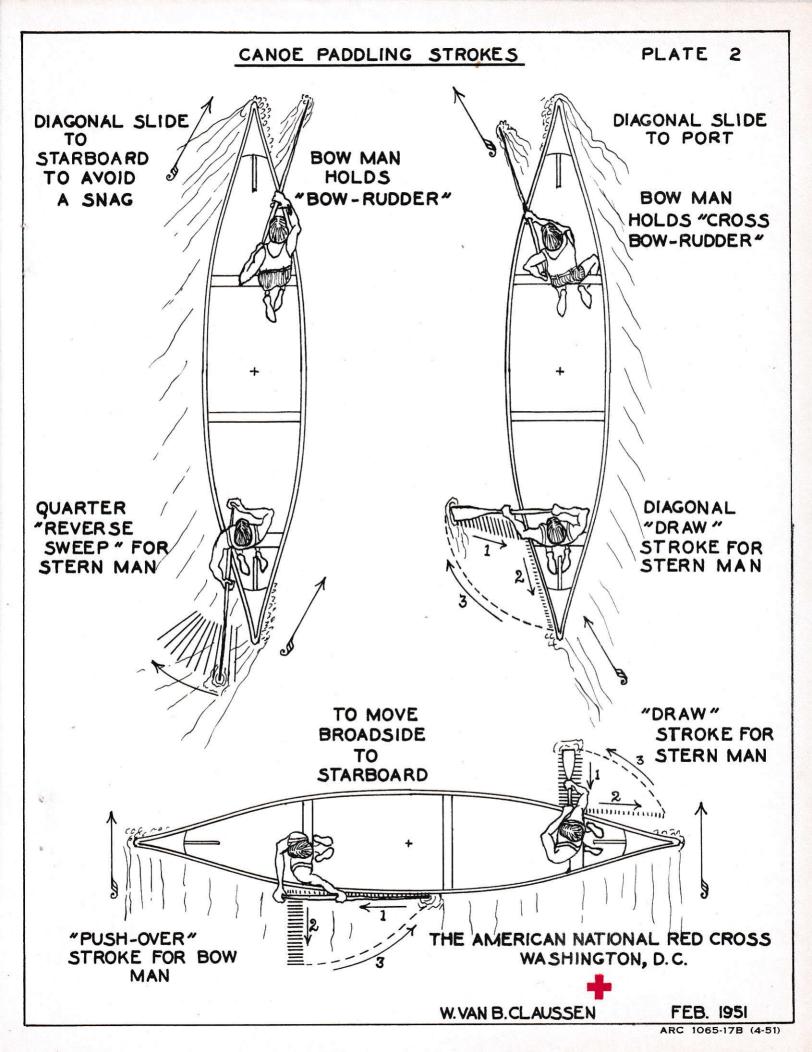
Under the Auspices of the CHICAGO CHAPTER, MERICAN RED CROSS

PART V

CANOEING

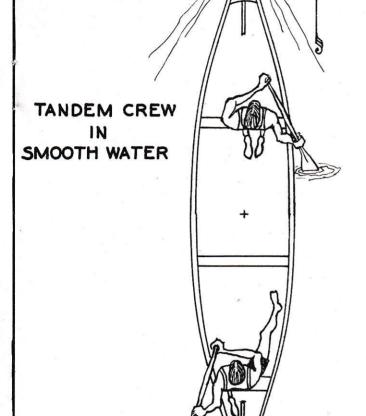
Canceing Merit Badge
At Camp Kiwanis

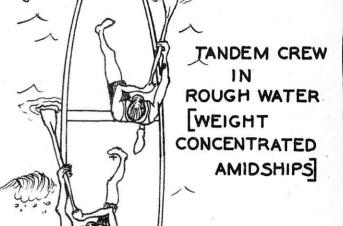


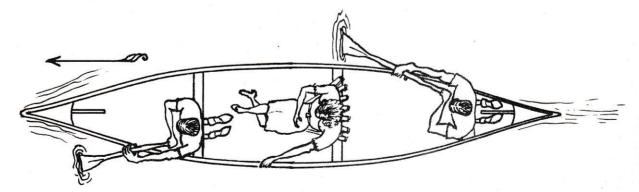


PROPER TRIM OF CANOE FOR DIFFERENT CONDITIONS

PLATE 3







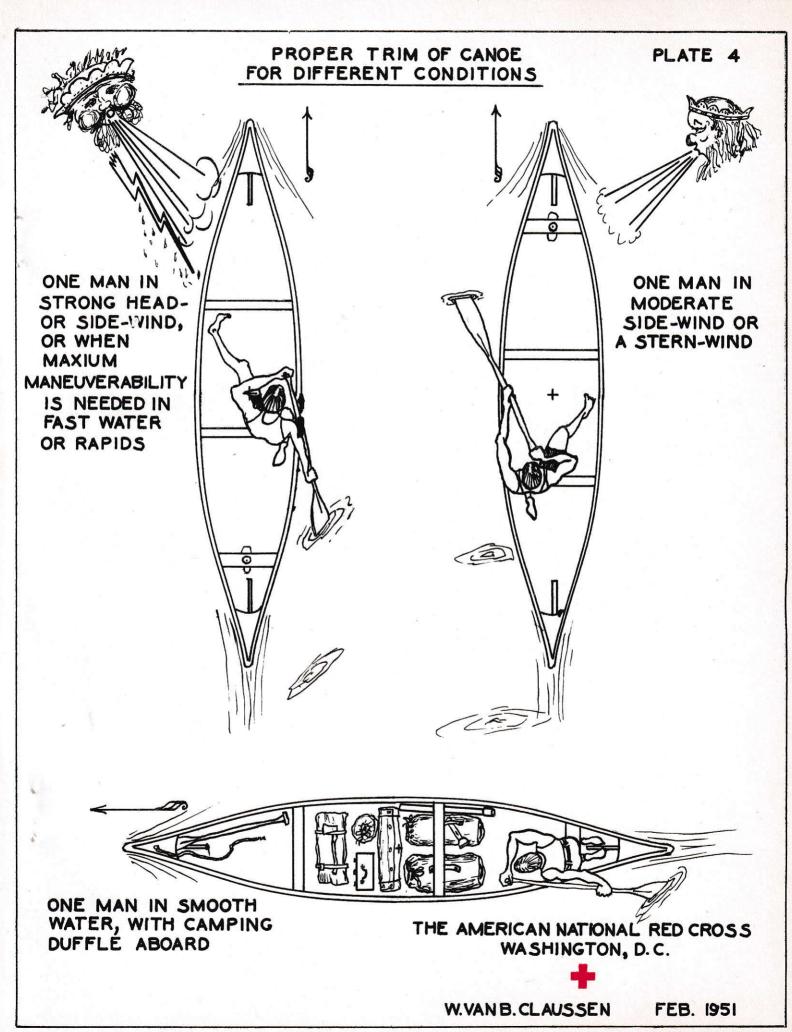
TANDEM CREW WITH A PASSENGER

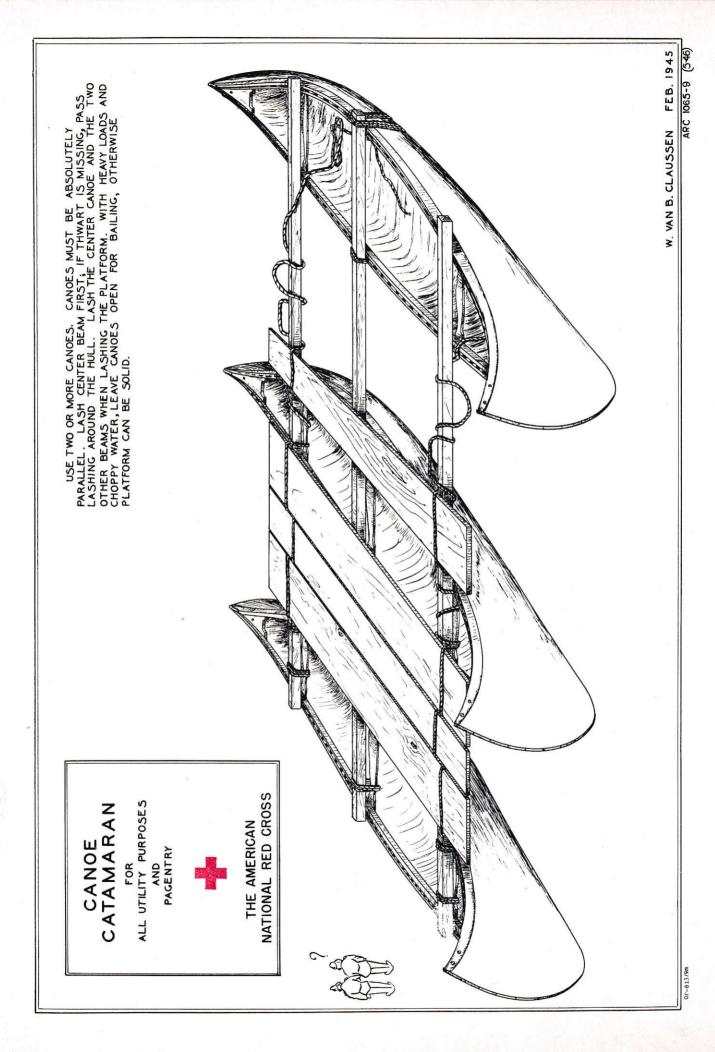
THE AMERICAN NATIONAL RED CROSS WASHINGTON, D.C.

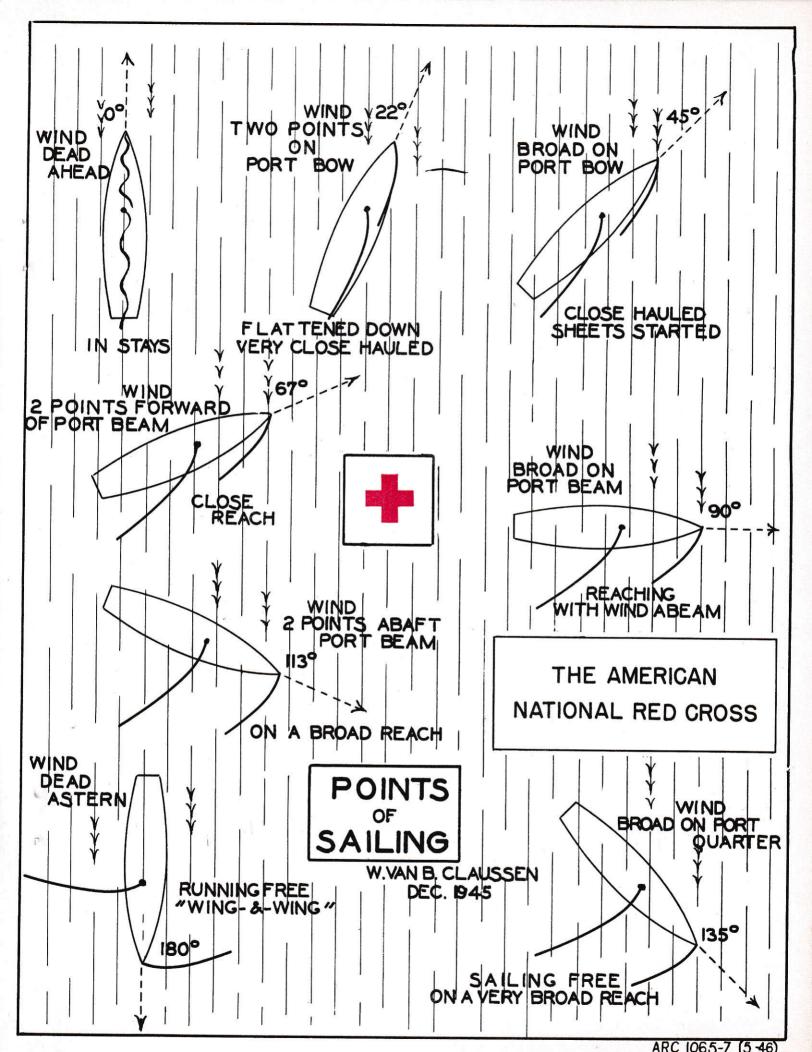


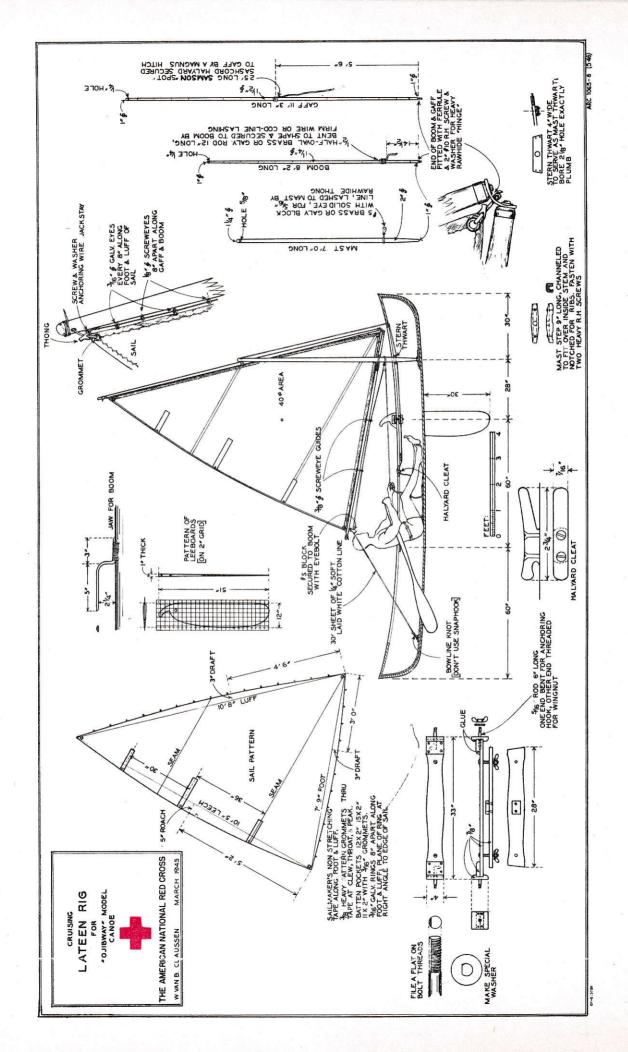
W.VAN B. CLAUSSEN

FEB. 1951









Call attention to mimeographed sheet showing cance and paddle parts.

Demonstration

- 1. Launching from shore and pier
- 2. Paddling position on knees placing of pads trim cance
- 3. Position of hands on paddle and position thru stroke
- 4. Strokes a. bow "J" be c. sweep
- 5. Hold water
- 6. Stopping
- 7. Bringing in shore and getting out
- 8. Canos commands
- 9. Demonstrate use of cance for support (same time as boat support demonstra@ tion)
- 10. Commands

Practice

- 1. Paddle drill in shallow water or on pier

 - a. bow stroke b. "J" stroke
 - c. sweep stroke
- 2. Launching from shore and pier
- 3. Paddling position
- 4. Position of hands on paddle
- 5. Strokes
- 6. Pivots
- 7. Bringing inshore and getting out
- 8. Landing and racking

Tanden Paddling

Demonstration & Practice

- 1. Strokes
- 2. Paddling straight away
- 3. Stopping slow and fast
- 4. Pivots
- 5. Balance
- 6. Changing positions while afloat
- 7. Turns underway
- 8. Draw
- 9. Push-over
- 10. Bow rudder cross bow rudder
- 11. Silent paddling
- 12. Cance commands

Crew of Four

See Canceing Merit Badge pamphlet (requirement #8)

Demonstration & Practice

- 1. Launching
- 2. Positions
 - a. of crew
 - b. paddling
- 3. Trim of canoo
- 4. Strokes
- 5. Commands
- 6. Turns underway
- 7. Hold water fast stopping
- 8. Landing

Discussion

- 1. Emergency canoe repair kit and its use for Owasippe
- 2. Emergency method of repairing a broken paddle
- 3. Bow line painter
- 4. Use of a bridle for towing

One man single blade paddling

Use crew of four work for part of group if insufficient number of cances

Double blade paddling tandem

(spend only a short time on double blade paddling)

Demonstration & Practice

- 1. Launching
- 2. Review of all single blade maneuvers
- 3. Outside pivot
- 4. Inside pivot
- 5. Draw-pushover
- 6. Sculling
- 7. Reverse sculling
- 8. Hold water
- 9. Underwater recovery
- 1. Double paddling
 - a. controls
 - b. position
 - o. strokes
 - d. turns
 - e. draw and soulling
 - f. stopping
 - g. landing

Pre-testing for a Troop going on a cance trip

Canoe rescues - 2 man crews (one-man crew if time permits)

Demonstration & Practice

- 1. Picking up tired swimmer
- 2. Rescue, upset 2-man crew in submerged cance
- 3. Rescue, a man on bottom
- 4. Self rescue of upset cance
- 5. Canoe emptying shaking out
- 6. Jumping out holding on
- 7. Entry without shipping water
- 8. Enter submerged cance and bring ashore
 - a. use paddles
 b. use hands
- 9. Pack a cance properly for a cance trip

Cance trip plans, see Form 138a & be evening discussion

COMPETITIVE EVENTS

Students not actually in an event to do the officiating. However, each student should enter in at least one canceing event.